1. Control Memory (The Script)

Control Memory is a specialized, very small memory inside the **Control Unit** of the CPU.

- **Role:** It stores the "microprograms" or "microinstructions" that define how the CPU performs its basic operations (like fetching an instruction or adding two numbers).
- **Analogy:** If the CPU is an actor, Control Memory is the **script** that tells them exactly how to perform every tiny movement.
- **Key Fact:** It is usually non-volatile (ROM) and cannot be accessed by the user; only the CPU hardware uses it.

---

2. Primary Memory vs. Main Memory

In most textbooks, these two terms are used interchangeably. However, technically:

- **Primary Memory:** A broad category for memory that the CPU can access **directly** without going through an Input/Output (I/O) channel. This category includes RAM, ROM, and sometimes Cache.
- **Main Memory:** Specifically refers to the **RAM (Random Access Memory)**. This is the computer's primary workspace.
    - **Characteristics:** High speed, limited capacity, and **volatile** (data disappears when power is cut).
    - **Analogy:** Your **Desktop**. It's where you put the books and papers you are currently working on so you can reach them quickly.

---

3. Secondary Memory (The Storage)

Secondary memory consists of external devices that the CPU **cannot** access directly. Data must first be moved from secondary memory into primary memory before the CPU can use it.

- **Characteristics:** Massive capacity (Terabytes), much slower than RAM, and **non-volatile** (data stays even without power).
- **Examples:** Hard Drives (HDD), Solid State Drives (SSD), USB Flash Drives, and Optical Disks.
- **Analogy:** A **Filing Cabinet** in the basement. It holds thousands of files, but you have to go get one and bring it to your desk (RAM) to actually read it.